ATARI®

Star Raiders II™

The Great Galactic Adventure Continues

INSTRUCTIONS FOR AMSTRAD/SCHNEIDER

INTRODUCTION

Star Raider Commanders are scarce in this galaxy. After wiping out the Zylon Empire most of them scattered and retired. But not you! You spent your time hyperwarping Federation Express Cruisers from one star system to the next. But now the Federation needs you – and we've got some real action!

THE PROBLEM

Remember Celos IV, that peaceful star system? And its planet, Teris, a temperate paradise where battle-weary Star Raider Commanders went for rest and rehabilitation? Well, guess what! Teris is being invaded – by Zylons!

Some Zylon warriors who promised good behavior were freed to resettle on their home planet. But their upstart leader, Chut, preached revenge and changed their loyalties. Then he orchestrated a takeover of Zylon and the entire Procyon Star System.

Chut now commands an awesome Zylon Master Force. And he's built Attack Bases capable of producing new Attack Squadrons in minutes. Zylon fighters are attacking Teris as we sit here!

THE MISSION

We need action fast! The Federation is asking you to pilot the hottest new fighter in the galaxy – the Liberty Star. The mission is simple: Wipe out the entire Zylon Master Force. You must also penetrate their stronghold, the Procyon Star System, and destroy all their Attack Bases. If you don't, Zylon slaves will build enemy Squadrons as fast as you can eliminate them!

THE BATTLE ZONE

The battle zone covers two star systems: Celos IV, which you defend, and Procyon, where you attack. You must also protect the Federation Space Stations – your harbors for refueling and repair – from being destroyed. Without the Space Stations, you're in serious trouble.!

Celos IV Star System

Our shimmering Federation star system is made up of its star, Celos IV, three planets, Arcanum, Seridus, and Teris, and the moon Imbri.

Arcanum A glacial giant with glistening cities of ice.

Seridus An arid desert with small adobe villages.

Teris A temperate paradise with exotic mega-cities and lush, secret valleys.

Imbri Teris' moon, with hi-tech civilian centres surviving on barren terrain.

Procyon Star System

This lopsided, inhospitable star system, now ruled by the revenge-ridden Chut, is made up of its star, Procyon, and three planets, Gaon, Morkoth, and Zylon.

Gaon A steamy, jungle-covered ball sprouting Attack Base sweatshops.

Morkoth A gaseous giant with floating Attack Bases.

Zylon The dry, savanna-like home planet of the Zylon Master Force.

WEAPONRY

The Liberty Star

Your Liberty Star Fighter packs three computer-guided offensive weapons systems:

Pulse Laser Cannons Twin weapons for destroying Zylon Fly Fighters.

Ion Cannon A torpedo thrower for exploding Zylon Destroyers and Command Ships.

Surface Star Bursts (SSB's) Double-action missile volleys for destroying Zylon Attack Bases.

Zylon Starcraft

You will face three kinds of Zylon starcraft:

Zylon Fly Fighters Acrobatic attack ships armed with laser cannons.

Destroyers Agile, saucer-shaped starcraft equipped with zithium spiral beams. They also deploy deadly macro-waves that vaporize Federation cities.

Command Ships Slow-moving but powerful supply ships armed with anti-proton spiral beams. These ships carry Zylon Commanders.

Chut now intends to destroy all Federation cities. If he and his Master Force succeed, the battle – and the Celos IV Star System – are lost!

PLAYING THE GAME

To load the program, veteran Star Raiders can follow Steps 1 to 3 below. Rookies should read and follow Steps 1 to 13 **carefully.** Then you're ready to launch a serious offensive against Chut and the Zylon Master Force!

1. Set-up your computer system as detailed in the handbooks that accompany your computer.

2. CASSETTE BASED COMPUTER (ie CPC-464) - Press 'CTRL' and the small 'ENTER' keys simultaneously. DISC BASED COMPUTER WITH ADDITONAL PLAYER (ie CPC-6128) - Type! TAPE and press 'RETURN' then press 'CTRL' and the small 'ENTER' keys simultaneously.

3. CASSETTE BASED COMPUTER WITH ADDITIONAL DISC DRIVE (ie CPC-464) - Type DISC and press 'RETURN' then type RUN" DISC and press 'RETURN'. DISC BASED COMPUTER (ie CPC-6128) - Type RUN"DISC and press 'RETURN'. All programs will RUN automatically after LOADING is complete.
   In case of LOADING difficulties please refer to the chapter on LOADING and SAVING programs in your computer's User Manual.

4. The program will now load into your computer's memory. This will take a few minutes, so now is a good time to brush up on the controls of your Fighter, the Liberty Star, and some background to your mission.

   Control of the Liberty Star is mostly from joystick and all instructions throughout this booklet refer to joystick movements. You may choose to use the keyboard for control, as follows:

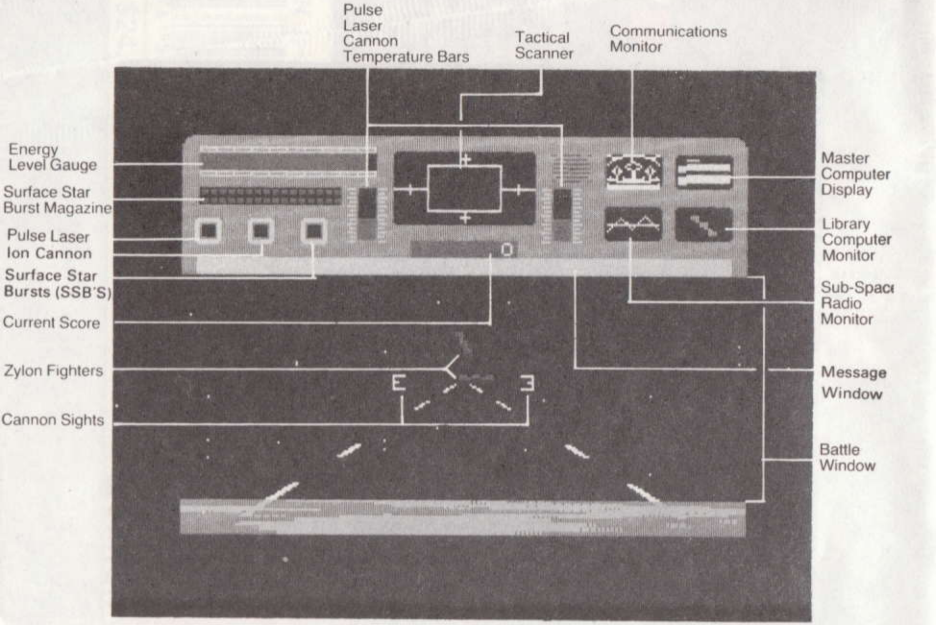
Joystick Control	Equivalent Keyboard Key
Joystick LEFT	N
Joystick RIGHT	M
Joystick FORWARD	A
Joystick BACKWARD	Z
Joystick BUTTON	SPACE

5. When the progam has loaded, you should first select the CONTROL method you wish to use for controlling the Liberty Star. If you press (J) key several times, you will see that the right hand portion of the Message Window will toggle between the joystick and the keyboard. Ensure that the Message Window displays the control method you require before starting your mission.

6. Next press the (L) key to alter the DIFFICULTY LEVEL (shown on the right hand portion of the Message Window, prior to starting a Mission). Level 1 is the easiest level.

7. Now, press the (fire button or space) key to begin your Star Raiders Mission. In a few moments you'll be at the controls of Liberty Star looking through the Battle Window onto planet Teris in the Celos IV Star System. Your Pulse Laser Cannon (bracketed) appears in the centre of the Battle Window as a pack Zylon Fighters swarm in to attack.

8. Press (P) to PAUSE the mission and identify the elements on the screen display.


Pulse Laser Cannon Temperature Bars
Tactical Scanner
Communications Monitor
Energy Level Gauge
Surface Star Burst Magazine
Pulse Laser
Ion Cannon
Surface Star Bursts (SSB'S)
Current Score
Zylon Fighters
Cannon Sights
Master Computer Display
Library Computer Monitor
Sub-Spac
Radio Monitor
Message Window
Battle Window

The game display has indicators for monitoring your ship's systems. The most important indicators are:

Energy Level Gauge Shows the Liberty Star's fuel level.

Weapons Bar Shows the weapon you're currently deploying. Press [W] to switch between Pulse Laser Cannons (star fire) and SSB's (ground fire). During spacefights, the Liberty Star's computer automatically switches between Pulse Laser Cannons and the Ion Cannon as needed.

Surface Star Burst Magazine Each light represents one available Surface Star Burst missile. SSB's are used in pairs.

Message Window Displays Alert Messages and Damage Reports.

Pulse Laser Cannon Sights (bracketed) Guide your Pulse Laser Cannon shots. These automatically change to crosshair sights for the Ion Cannon when you're firing on Destroyers and Command Ships.

Scoring: Your current mission score is displayed just above the centre of the Message Window. The previous Hi-score can be seen just before each new mission commences in the centre of the Message Window.

Battle Window Displays your view of the battle.

Tactical Scanner Displays in two modes: Target Mode shows the location of attacking enemy starcraft. Weapons Systems Mode displays your weapons, shields, and engine systems. Press [T] to switch between modes.

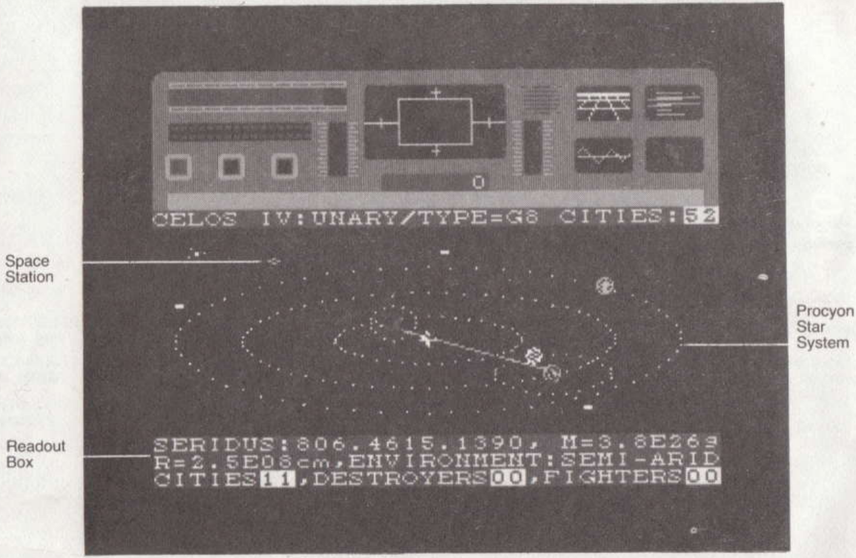
Pulse Laser Cannon Temperature Bars Show the increasing heat level as you continue to fire. Holding down the joystick Fire button too long overheats the cannons, causing them to misfire.

9. Press [P] to continue the game. You are now computer-locked into orbit above Teris. Fire on the Zylon Fighters as they come into range within your sights by pressing the joystick Fire button. Chase the Fighters by pushing the joystick handle forward to speed up or backward to brake.

10. Protect the Liberty Star by activating its shields. Press [T] to view the outline of the Liberty Star on your Tactical Scanner. Your shields are activated if a row of dots surrounds the outline. If not, press [S] to activate them.

    When your shields are undamaged, you're safe. When you get a message that your shields are damaged, you're in trouble and need to warp to a Space Station for repairs.

11. Press the (Return/Enter) key. The System Chart showing Celos IV Star System appears. Press (P) to pause your mission while you study the elements in the chart.


CELOS IV:UNARY/TYPE=G8 CITIES:52
Space Station
Procyon Star System
Readout Box
SERIDUS:806.4615.1390, M=3.8E26g
R=2.5E08cm,ENVIRONMENT:SEMI-ARID
CITIES11,DESTROYERS00,FIGHTERS00

This System Chart shows the locations of planets and other elements in the Celos IV Star System. Special elements are indicated as follows:

Zylon Squadrons Groups of small lights. The System Chart tracks their movements into the Celos IV Star System.

Space Stations Outside the outermost planet orbit.

Procyon Star System Large white light in the upper left corner of the chart.

You are initially on the PLanet Teris. The Readout Box at the bottom of the chart tells the planet's name characteristics, status of existing cities and the number of enemy Destroyers and Fighters present. This information is your guide to action. You must wipe out the enemy ships to protect your cities and the Federation.

The Liberty Star can warp to these locations;

Planets and moon of the Celos IV Star System These are yours to protect. Warp here to battle enemy Fighters and Destroyers attacking your cities.

Zylon Squadrons penetrating the Celos IV Star System Warp here to destroy enemy starcraft. The Readout Box does not show the number of ships in a Squadron. Destroyers will attack the Liberty Star only after you eliminate the Fly Fighters. When you finish off the Destroyers, look for a Command Ship lurking nearby.

Space Stations Warp here for refueling and repairs. Remember: To stay alive, you must monitor your fuel supply and Message Window.

The Procyon Star System Warp here to carry out ground attacks on Zylon Attack Bases. You *must* destroy the bases or they will continue to build enemy Squadrons.

12. Press (P) to continue the game. Move the joystick handle in the direction of another location on the chart. A Trajetory Line appears to mark your path. When the path reaches a potential destination a circle appears round it and the Readout Box displays important information about it.

    Pressing the Fire button now will warp you to the new location. You can choose either to warp there or to stay on Teris. Press the (Return/Enter Key) to return to Battle Window action.

13. Keep checking your Energy Level Gauge and Message Window. When your fuel supply runs low or a Damage Report appears, warp to the nearest Space Station. Press the (Return/Enter Key) set the Trajectory Line to a Space Station and press the Fire button on the Joystick. At the Space Station, the Liberty Star will automatically dock refuel and undergo repairs. When the Energy Level Gauge shows full, warp back to battle.

Controlling the Liberty Star and defeating Chut's Master Force will take practice, skill and strategy. The rest of the information in this manual, especially the next section, Warping to Procyon , will help you succeed!

WARPING TO PROCYON

Destroying the Zylon Attack Bases is the key to saving the Federation. Until they're eliminated, those bases build enemy starcraft at breakneck speed.

Penetrate the Zylon stronghold by following the steps below:

1. Draw a Trajectory Line to the Procyon Star System and press the Fire button to warp to annemy territory.

2. You're now in orbit over Morkoth. Ignore the attacking enemy fighters. Press [W] to activate your Surface Star Bursts. An "X" – your target sight – appears on the surface of the planet in your Battle Window.

3. Pull the joystick back to slow down. You're on a bombing run! Watch the Tactical Scanner and manoeuvre your ship directly towards and Attack Base "blip" on the screen.

4. Keep one eye on the Battle Window. On the planet's horizon, look for a cluster of small shapes to appear. That is your target - a Zylon Attack Base! The instant you sight an Attack Base, fire the Surface Star Burst missiles. Manoeuvre the "X" so it's directly over the base when the missiles hit.

5. Destroy Attack Bases on all three planets of the Procyon Star System. Continue your bombing runs until you get a Damage Report, discover you're not moving correctly (your engines have been knocked out), use up your SSB's or run low on energy. Immediately warp to a Space Station for refueling and repairs.

HANDLING THE JOYSTICK

The joystick controls the Liberty Star and your weapons systems.

- Pushing the joystick handle to the left or right moves the Liberty Star in that direction.
- Pushing the joystick handle forward or backward speeds up or slows down the Liberty Star when in orbit over a planet. When in space, this motion controls up or down movement.
- Pressing the Fire button on the joystick deploys your weapons or initiates a warp to another location.

KEYBOARD COMMANDS

[P] Press once to pause, then again to resume action.

[W] Press to switch weapons systems.

[T] Press to switch your Tactical Scanner between Target Mode and Weapons Systems Mode.

[S] Press to activate or deactivate shields.

[Return/Enter] Press to switch between the Battle Window and System Chart.

[ESC] To end a mission.

STRATEGY/SURVIVAL TACTICS

Use these strategies and survival tactics to defeat the Zylon Master Force.

- Protect your planets first unless a Space Station is under severe attack.
- Protect your planets closest to Procyon first. Zylons can reach them fastest after entering Celos IV.
- De-activate your shields before warping to conserve energy.

STALKING DESTROYERS

You will face three classes of Destroyers. The stronger a Destroyer is, the more shots you must fire to destroy it.

Destroyers are equipped with force shields, shadow shields, zithium spiral beams, and macro-waves. But when Destroyers are macro-waving your cities, their shields are down. Now's the time to attack!

Position your crosshair sights on a Destroyer. Fire your Ion Cannon and keep firing until you score a hit. Repeat this tactic until you've exploded all the Destroyers. (You may have to warp to a Space Station in between for energy and repairs.)

ENERGY AND REPAIRS

The Liberty Star refuels and undergoes repairs at a Space Station. But for emergency re-energizing, you can experiment with an untested feature: Direct Star Recharge. Warp to a star. If you're skilled, you'll re-energize and escape from the star's superheated atmosphere before it melts your hull – and you!

MESSAGES

You can receive up to 24 different messages in your Message Window while flying a Star Raiders II mission. Below are key messages that demand immediate attention:

Pulse Laser Cannon, Ion Cannon or SSB Damage Your weapons are knocked out. Seek immediate repairs at a Space Station.

Shield Damage One or more of your 17 shields has been damaged. Zylon Fighters will know that you're unguarded and really pour it on. Seek repairs at the earliest opportunity.

Engines Damaged The Liberty Star moves spasmodically, out of control. Warp to a Space Station at once!

Scanner Malfunction The Tactical Scanner suddenly shows a jittering, sporadic display. You can still put up a good space-fight, but it's extremely difficult to have a profitable bombing run. Get it fixed!

Sub-Space Radio Damage You can fight with this function knocked out, but you'll miss valuable messages and Damage Reports. Plus you won't be able to determine the positions of Zylon Squadrons on the System Chart. Better get the radio repaired ASAP!

DIFFICULTY LEVELS

Level 1 Attacking Zylon Squadrons move at a slow pace into the Celos IV Star System. You have three Space Stations for refueling and repair.

Level 2 Attacking Zylon Squadrons move faster into the Celos IV Star System. You have two Space Stations. The Zylons quickly launch new Squadrons from Procyon if you fail to destroy their Attack Bases.

Level 3 Attacking Zylon Squadrons streak into the Celos IV Star System. You have one Space Station. Zylon Attack Bases work overtime, launching wave after wave of Squadrons. You may face as many as 30 Fighter and Destroyers on one planet!

GAME POINTS AND RATINGS

Points

Zylon Fly Fighter	=	100 points
Zylon Destroyer	=	500 points
Zylon Command Ship	=	5000 points
Zylon Attack Base	=	1000 points

Ratings

Aim to earn a higher rank by improving your score on each mission. The lowest rank is an 'Ensign' moving up through other ranks until you reach 'Fleet Admiral'.

"STAR RAIDERS II" was designed by Gary Stark
and Bruce Poelhman

Originated for the Amstrad by Senor Freeman

A Software Studios Production